Human ROV Game (silent version)

\*Materials: Quantity

10’ lengths of yarn, rope, or survey ribbon 1 per team

30’ length of same to form a circular “sea” 1

Small objects, such as rubber or plush sealife toys 1 per team

Prep:

Make a circle on a level, open space on the ground, using the 40’ length of rope or yarn. This will be your “sea.”

Lay out 6’ lengths of rope or yarn equidistantly around circle. These will be the “ROV’s tethers.”

Place small objects randomly in the “sea.”

How to Play

1. Have teams stand together around the “sea” near one of the 10’ ropes.

2. Assign each team a “ship.” This could be delineated with more yarn on the ground in the shape of a ship, or simply pick out a landmark, such as a stump or shrub. Have teams gather near their “ship.”

2. Instruct teams to choose one person to be their ROV.

3. Ask teams how a signal gets from the ROV technicians to the ROV to perform specific tasks. Inform them that radio waves are not able to travel through water, so ROVs must be attached to controls at the surface. The insulated group of wires connecting all onboard electronics to the surface controls and monitors is called a tether or umbilical.

4. Have teams tie their 6’ rope to their human ROV (belt loop, wrist, waist) to act as a tether and give the tether to the team’s Tether Manager. S/he cannot let go of the ROV during play.

5. Inform teams that their mission is to collect their team’s object from the seafloor. Assign each team a marine life toy. \*These became team mascots and accompanied teams in all activities hereafter, even on field research day!

Non ROVs must direct their ROV to pick up their object without sound. Their ROV will only move when physically moved by a teammate, including taking a step, lifting an arm, or grasping the object. Even fingers need to be operated by teammates’ physical manipulation. Teams who’s ROV moves any part without being moved by teammates will be disqualified and wait on their research vessel until game is finished.

6. Play! The mission is accomplished when the team brings their ROV all the way back to their ship, following all step 5 requirements.

7. Give first team to reach their ship with their ROV and marine organism a prize!